manual

AQUA

There's one thing every bubble is looking to achieve : To emerge, to reach the surface. Well, this is your chance to help one of them. It will not be easy because our friend is deep inside a sea cave, surrounded by animals and plants everywhere. In addition, your body will be weaken with every contact, so the mission won't be a child's game. You only have a choice : Try to make it!!

MOVEMENTS

Each level starts with ascendent movement that remains until you press any direction key. Then, when you decide either to move right or left, the movement will become diagonal, remaining like this for the rest of the level.

In the other ones, our bubble natural tendency is to go up, but you can force it to descend. Nevertheless, that movement will require a concerted effort, will be slower, and will modify your previous movement angle.

CONTROLS

You can use joystick and redifinable keyboard.

Joystick: Down, right and left to move bubble, and fire to activate / deactivate music.

Default keyboard: Cursor keys and space.

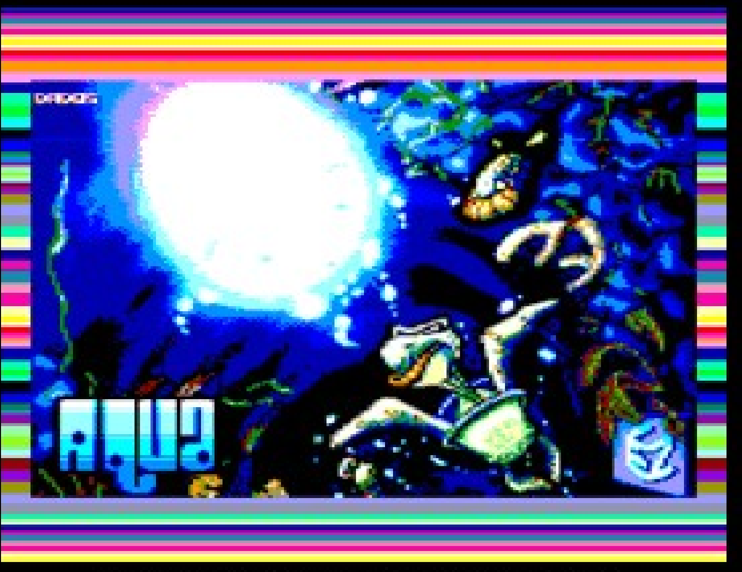
LOADING INSTRUCTIONS

Insert disk (or disk image using an emulator) into the drive and type *run"aqua*

creditos | credits

Concept, coding and graphics: Gg
Loading screen: Dadman
Cover art: Pagantipaco

screenshots



Pantalla de carga | Loading Screen



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